L Number	Hits	Search Text	DB	Time stamp
1	3	(("6,327,582") or ("5,946,674") or ("5,343,554")).PN.	USPAT; US-PGPUB	2004/02/21 15:28

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(("genetic algorithm" AND tree) AND lisp): 28 patents.
Hits 1 through 28 out of 28

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Refine Search "genetic algorithm" and tree and lisp

	PAT. NO.	Title
1	6,668,312	System, method, and article of manufacture for dynamically profiling memory transfers in a program
2	6,634,019	Toggling software characteristics in a fault tolerant and combinatorial software environment system, method and medium
3	6,571,226	Method and apparatus for automated design of chemical synthesis routes
4	6,564,194	Method and apparatus for automatic synthesis controllers
5	6,532,453	Genetic programming problem solver with automatically defined stores loops and recursions
6	6,493,686	Computer implemented machine learning method and system including specifically defined introns
7	6,449,603	System and method for combining multiple learning agents to produce a prediction method
8	6,424,959	Method and apparatus for automatic synthesis, placement and routing of complex structures
9	6,360,191	Method and apparatus for automated design of complex structures using genetic programming
10	6,327,582	Method and system for genetic programming
11	6,128,607	Computer implemented machine learning method and system
12	6,098,059	Computer implemented machine learning method and system
13	6,088,510	Computer system and method for generating and mutating objects by iterative evolution
14	6,058,385	Simultaneous evolution of the architecture of a multi-part program while solving a problem using architecture altering operations
15	5,946,674	Turing complete computer implemented machine learning method and system

16 5,946,673 Computer implemented machine learning and control system

17 5,930,780 Distributed genetic programming

18 5,867,397 Method and apparatus for automated design of complex structures using genetic programming

19 5,841,947 Computer implemented machine learning method and system

20 5,742,738 Simultaneous evolution of the architecture of a multi-part program to solve a problem using architecture altering operations

21 5,701,400 Method and apparatus for applying if-then-else rules to data sets in a relational data base and generating from the results of application of said rules a database of diagnostics linked to said data sets to aid executive analysis of financial data

22 5,390,282 Process for problem solving using spontaneously emergent self-replicating and self-improving entities

23 5,343,554 Non-linear genetic process for data encoding and for solving problems using automatically defined functions

24 5,249,259 Genetic algorithm technique for designing neural networks

25 5,148,513 Non-linear genetic process for use with plural co-evolving populations

26 5,140,530 Genetic algorithm synthesis of neural networks

27 5,136,686 Non-linear genetic algorithms for solving problems by finding a fit composition of functions

28 4,935,877 Non-linear genetic algorithms for solving problems

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1 Evolutionary learning of graph layout constraints from examples
Toshiyuki Masui
November 1994 Proceedings of the 7th annual ACM symposium on User interface s
Full text available: pdf(586.25 KB) Additional Information: full citation, abstract, referenc

We propose a new evolutionary method of extracting user preferences from exa layout system. Using stochastic methods such as simulated annealing and genet can find a good layout using an evaluation function which can calculate how goo evaluation function is usually not known beforehand, and it might vary from use system several pairs of good and ba ...

Keywords: adaptive user interface, genetic algorithms, genetic programming, gr programming by example

2 Artificial evolution for computer graphics
Karl Sims
July 1991 ACM SIGGRAPH Computer Graphics , Proceedings of the 18th annual conf interactive techniques, Volume 25 Issue 4
Full text available: pdf(8.74 MB) Additional Information: full citation, references, citing:

3 Designing laboratory modules for novices in an undergraduate AI course tr:
Robert M. Aiken, Dean Allemang, Thomas Wehrle
March 1992 ACM SIGCSE Bulletin , Proceedings of the twenty-third SIGCSE technica
education, Volume 24 Issue 1
Full text available: pdf(446.93 KB) Additional Information: full citation, abstract, references,

A current joint project between three institutions in Switzerland has as its goal t software in teaching principles of AI at the University level. The modules of this illustrate basic concepts of Artificial Intelligence in a uniform and self-contained considerations that were adopted in order to make the presentation of this mate

4 Data clustering: a review
A. K. Jain, M. N. Murty, P. J. Flynn
September 1999 ACM Computing Surveys (CSUR), Volume 31 Issue 3
Full text available: pdf(636.24 KB) Additional Information: full citation, abstract, references, citir

Clustering is the unsupervised classification of patterns (observations, data item (clusters). The clustering problem has been addressed in many contexts and by reflects its broad appeal and usefulness as one of the steps in exploratory data a problem combinatorially, and differences in assumptions and contexts in differer useful generic co ...

Keywords: cluster analysis, clustering applications, exploratory data analysis, in unsupervised learning

5 Machine learning in the liberal arts curriculum
Clare Bates Congdon
March 2000 ACM SIGCSE Bulletin , Proceedings of the thirty-first SIGCSE technical s
education, Volume 32 Issue 1
Full text available: pdf(461.16 KB) Additional Information: full citation, abstract, referen

Machine learning is typically considered a graduate-level course with an artificial However, it does not need to be positioned this way, and in the liberal arts curri to offering this course to undergraduate students. An undergraduate course in n structured to introduce research concepts and to work within a research paradig refle ...

6 AGENTS: a distributed client-server system for leaf cell generation
Dilvan de Abreu Moreira, Les T. Walczowski
January 1997 ACM Transactions on Design Automation of Electronic Systems (TOD
Full text available: pdf(727.66 KB) Additional Information: full citation, abstract, referen

The AGENTS system is a set of programs designed to generate automatically th BICMOS, and bipolar leaf cells. The system is formed from four sever programs: broker.The placer places components in a cell, the router wires the circuits sent information that is dependent upon the fabrication process, such as the design r of the other serv ...

Keywords: client/server model, genetic algorithms, software agents

7 Book reviews
December 1999 intelligence, Volume 10 Issue 4
Full text available: pdf(385.82 KB) html(66.61 KB) Additional Information: full citation, references, index te

8 Meta optimization: improving compiler heuristics with machine learning
Mark Stephenson, Saman Amarasinghe, Martin Martin, Una-May O'Reilly
May 2003 ACM SIGPLAN Notices , Proceedings of the ACM SIGPLAN 2003 conferenc implementation, Volume 38 Issue 5
Full text available: pdf(302.23 KB) Additional Information: full citation, abstract, referen

Compiler writers have crafted many heuristics over the years to approximately s a heuristic that performs well on a broad range of applications is a tedious and c Meta Optimization, a methodology for automatically fine-tuning compiler heurist machine-learning techniques to automatically search the space of compiler heur design complexity by relieving c ...

Keywords: compiler heuristics, genetic programming, machine learning, priority

9 Efficient handling of multiple inheritance hierarchies
Yves Caseau
October 1993 ACM SIGPLAN Notices , Proceedings of the eighth annual conference o languages, and applications, Volume 28 Issue 10
Full text available: pdf(1.63 MB) Additional Information: full citation, references, citing

10 Enhancing information retrieval by automatic acquisition of textual relations
Agneta Bergström, Patricija Jaksetic, Peter Nordin
January 2000 Proceedings of the 5th international conference on Intelligent usei
Full text available: pdf(633.96 KB) Additional Information: full citation, abstract, referen

We have explored a novel method to find textual relations in electronic documer
semantic networks. This can be used for enhancing information retrieval and sin
extraction of relations from text enables easier updating of electronic dictionarie
search input and hit output on small screens such as cell phones and PDAs (Pers

Keywords: genecic programming, information retrieval, machine learning, natur
networks

11 Evolving virtual creatures
Karl Sims
July 1994 Proceedings of the 21st annual conference on Computer graphics and ir
Full text available: pdf(84.65 KB) ps(219.40 KB) Additional Information: full citation, abstra

This paper describes a novel system for creating virtual creatures that move anc
physical worlds. The morphologies of creatures and the neural systems for conti
generated automatically using genetic algorithms. Different fitness evaluation fu
evolutions towards specific behaviors such as swimming, walking, jumping, and
that uses no ...

12 Knowledge-based document retrieval in office environments: the Kabiria sy
Augusto Celentano, Maria Grazia Fugini, Silvano Pozzi
July 1995 ACM Transactions on Information Systems (TOIS), Volume 13 Issue
Full text available: pdf(2.14 MB) Additional Information: full citation, abstract, references, citing

In the office environment, the retrieval of documents is performed using the cor
information about the procedural context where the documents are used, and in
that discipline the life of documents within a given application domain. To fulfill t
retrieval, we propose a document retrieval model and system based on the repr
semantic contents of d ...

Keywords: browser, class, hypertext, instance, knowledge base, link, object orie

13 A weighted coding in a genetic algorithm for the degree-constrained minimı
Günther R. Raidl, Bryant A. Julstrom
March 2000 Proceedings of the 2000 ACM symposium on Applied computing
Full text available: pdf(499.35 KB) Additional Information: full citation, references, citings, inc

Keywords: degree-constrained minimum spanning trees, genetic algorithms, we

14 Designing telecommunications networks using genetic algorithms and prob
Faris N. Abuali, Dale A. Schoenefeld, Roger L. Wainwright
April 1994 Proceedings of the 1994 ACM symposium on Applied computing
Full text available: pdf(567.60 KB) Additional Information: full citation, references, citings

15 Solving the three-star tree isomorphism problem using genetic algorithms
Faris N. Abuali, Roger L. Wainwright, Dale A. Schoenefeld
February 1995 Proceedings of the 1995 ACM symposium on Applied computing
Full text available: pdf(861.60 KB) Additional Information: full citation, references, citings, index terms

16 Session 5: university education: The development and operation of edinbur
summer scholarship programme
G. V. Wilson, N. B. MacDonald, C. Thornborrow, C. M. Brough
November 1994 Proceedings of the 1994 ACM/IEEE conference on Supercompu
Full text available: pdf(944.30 KB) Additional Information: full citation, abstract, ref

Between 1987 and 1994, more than 100 students in a broad range of discipline:
Edinburgh Parallel Computing Centre. Many of these students have since taken t
graduate work and industry, and over a quarter of EPCC's technical staff are alu
describes the evolution and present operation of the Summer Scholarship Progra

17 IS '97: model curriculum and guidelines for undergraduate degree program
Gordon B. Davis, John T. Gorgone, J. Daniel Couger, David L. Feinstein, Herbert E.
December 1997 ACM SIGMIS Database , Guidelines for undergraduate degree progra
for undergraduate degree programs in information systems, Volume
Full text available: pdf(7.24 MB) Additional Information: full citatior

18 Context-sensitive interprocedural points-to analysis in the presence of func
Maryam Emami, Rakesh Ghiya, Laurie J. Hendren
June 1994 ACM SIGPLAN Notices , Proceedings of the ACM SIGPLAN 1994 conferen(
implementation, Volume 29 Issue 6
Full text available: pdf(1.74 MB) Additional Information: full citation, abstract, references, cit

This paper reports on the design, implementation, and empirical results of a nev problem in C. The method is based on approximating the points-to relationships can be used to generate alias pairs, or used directly for other analyses and tran: context-sensitive interprocedural information based on analysis over invocation including re ...

19 What have we learnt from using real parallel machines to solve real probler
G. C. Fox
January 1989 Proceedings of the third conference on Hypercube concurrent comput
Full text available: pdf(4.08 MB) Additional Information: full citation, abstract, references, ci

We briefly review some key scientific and parallel processing issues in a selectio parallel machines. We include the MIMD hypercube transputer array, BBN Butte MPP and Connection Machine from Thinking Machines. We use a space-time ana division into synchronous, loosely synchronous and asynchronous problems is h(suitable for SIMD or MIMD ...

20 Strategy game programming projects
Timothy Huang
April 2001 The Journal of Computing in Small Colleges , Proceedings of the sixth anı
The journal of computing in small colleges, Volume 16 Issue 4
Full text available: pdf(208.83 KB) Additional Information: full citation, abstract, references,

In this paper, we show how programming projects centered aroı of computer players for strategy games can play a meaningful r(both in and out of the classroom. We describe several game-relá author in a variety of pedagogical situations, including introduct(as independent and collaborative research projects. These proje and develop advanced da ...

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21 Minimizing row displacement dispatch tables

Karel Driesen, Urs Hölzle

October 1995 ACM SIGPLAN Notices , Proceedings of the tenth annual conference on
languages, and applications, Volume 30 Issue 10

Full text available: pdf(1.81 MB) Additional Information: full citation, abstract, references, c

Row displacement dispatch tables implement message dispatching for dynamica overhead of one memory indirection plus an equality test. The technique is simil is, however, restricted to statically typed languages like C++. We show how to ı tables to approximately the same size as virtual function tables. The scheme is ı Experiments on a numbe ...

22 Three-phase chip planning &mdash; an improved top-down chip planning s

Bernd Schürmann, Joachim Altmeyer, Gerhard Zimmermann

November 1992 Proceedings of the 1992 IEEE/ACM international conference on Com|

Full text available: pdf(980.54 KB) Additional Information: full citation, references, citings, index te

23 Word sense disambiguation using machine-readable dictionaries
R. Krovetz, W. B. Croft
May 1989 ACM SIGIR Forum , Proceedings of the 12th annual international ACM SI(
development in information retrieval, Volume 23 Issue 1-2
Full text available: pdf(1.06 MB) Additional Information: full citation, references, citing:

24 Exploring knowledge acquisition tools for a veterinary medical expert systei
M. McLeish
June 1988 Proceedings of the first international conference on Industrial and engine
and expert systems - Volume 2
Full text available: pdf(679.12 KB) Additional Information: full citation, references

25 Supporting compositional reuse in component-based Web engineering
Martin Gaedke, Jörn Rehse
March 2000 Proceedings of the 2000 ACM symposium on Applied computing
Full text available: pdf(701.38 KB) Additional Information: full citation, references, index terms

Keywords: WebComposition, component retrieval, pattern, repository, reuse

26 Evolutionary computing and optimization: A spanning-tree-based genetic al
rectilinear Steiner problem with obstacles
Rita M. Hare, Bryant A. Julstrom
March 2003 Proceedings of the 2003 ACM symposium on Applied computing
Full text available: pdf(540.11 KB) Additional Information: full citation, abstract,

Given sets of points and obstacles in the plane, the rectilinear Steiner problem v
with a rectilinear Steiner tree---a tree made up of vertical and horizontal line se
has minimum total length. We consider only rectangular obstacles and further re
possible to connect every point to the tree via exactly one vertical and one horiz
that conf ...

Keywords: Rectilinear Steiner problem, genetic algorithms, obstacles, spanning

27 An efficient LISP-execution architecture with a new representation for list st

Gurindar S. Sohi, Edward S. Davidson, Janak H. Patel

June 1985 ACM SIGARCH Computer Architecture News , Proceedings of the 12th an
Computer architecture, Volume 13 Issue 3

Full text available: pdf(790.49 KB) Additional Information: full citation, citings,

28 Compact Storage of Binary Trees

Paolo Sipala

July 1982 ACM Transactions on Programming Languages and Systems (TOPLAS), V

Full text available: pdf(820.48 KB) Additional Information: full citation, references, index terms

29 An optimizing compiler for lexically scoped LISP

Rodney A. Brooks, Richard P. Gabriel, Guy L. Steele

June 1982 ACM SIGPLAN Notices , Proceedings of the 1982 SIGPLAN symposium on
6

Full text available: pdf(1.37 MB) Additional Information: full citation, abstract, references, c

We are developing an optimizing compiler for a dialect of the LISP language. Th
multiprocessing supercomputer designed at Lawrence Livermore National Labor
a language primarily for symbolic processing and list manipulation, this compiler
PASCAL and FORTRAN compilers for quality of compiled numerical code. The S-
signal processing ...

30 Determinant factorization and cycle basis: encoding schemes for the repres
incomplete graphs

Faris N. Abuali, Roger L. Wainwright, Dale A. Schoenefeld

February 1995 Proceedings of the 1995 ACM symposium on Applied computing

Full text available: pdf(818.45 KB) Additional Information: full citation, references, citings, i

31 Papers: novel input, output, and computation: Dynamic approximation of cc constraints

Nathan Hurst, Kim Marriott, Peter Moulder

October 2002 Proceedings of the 15th annual ACM symposium on User interface s

Full text available: pdf(397.65 KB) Additional Information: full citation, abstract, references,

Current constraint solving techniques for interactive graphical applications cann non-overlap, or containment within non-convex shapes or shapes with smooth e technique for efficiently handling such kinds of constraints based on trust region Our approach is to model these more complex constraints by a dynamically chai each stage, these giv ...

Keywords: constraint-solving, containment, direct manipulation, linearization of

32 Adaptive operator probabilities in a genetic algorithm that applies three ope

Bryant A. Julstrom

April 1997 Proceedings of the 1997 ACM symposium on Applied computing

Full text available: pdf(489.86 KB) Additional Information: full citation, references, index terms

Keywords: adaptive operator probabilities, more than two operators, rectilinear

33 Shallow binding in Lisp 1.5

Henry G. Baker

July 1978 Communications of the ACM, Volume 21 Issue 7

Full text available: pdf(492.14 KB) Additional Information: full citation, abstract, references,

Shallow binding is a scheme which allows the value of a variable to be accessed elegant model for shallow binding in Lisp 1.5 is presented in which context-switc transformation called rerooting. Rerooting is completely general and reversible, 1.5 interpreter will operate correctly whether or not rerooting is invoked on evei assoc [v, a

Keywords: Algol display, FUNARG's, Lisp 1.5, deep binding, environment tr binding

34 Topological design of local-area networks using genetic algorithms

Reuven Elbaum, Moshe Sidi

October 1996 IEEE/ACM Transactions on Networking (TON), Volume 4 Issue 5

Full text available: pdf(1.32 MB) Additional Information: full citation, references, index terms

35 MULTI - a LISP based multiprocessing system
Donald P. McKay, Stuart C. Shapiro
August 1980 Proceedings of the 1980 ACM conference on LISP and functional pr
Full text available: pdf(853.68 KB) Additional Information: full citation, abstract, referen

A package of LISP functions, collectively called MULTI, which extends LISP 1.5 t defines the notion of a process within a LISP implementation using function invo process is an executable entity consisting of a process template and a set of reg the operations the process carries out. Process environments are saved in what i.e. LISP f ...

36 A critique of common LISP
Rodney A. Brooks, Richard P. Gabriel
August 1984 Proceedings of the 1984 ACM Symposium on LISP and functional p
Full text available: pdf(741.87 KB) Additional Information: full citation, abstract, references,

A major goal of the COMMON LISP committee was to define a Lisp language wit people would be happy to stay within its confines and thus write inherently tran resulting language definition is too large for many short-term and medium-term parts of COMMON LISP cannot be implemented very efficiently on stock hardwa generality of the design with its dif ...

37 Seeding the population: improved performance in a genetic algorithm for th
Bryant A. Julstrom
April 1994 Proceedings of the 1994 ACM symposium on Applied computing
Full text available: pdf(484.27 KB) Additional Information: full citation, references, inde

Keywords: combinatorial optimization, genetic algorithms, rectilinear Steiner pr

38 Queue-based multi-processing LISP
Richard P. Gabriel, John McCarthy
August 1984 Proceedings of the 1984 ACM Symposium on LISP and functional p
Full text available: pdf(1.22 MB) Additional Information: full citation, abstract, references, ci

As the need for high-speed computers increases, the need for multi-processors major stumbling blocks to the development of useful multi-processors has been language&mdash;one which is both powerful and understandable to programme programs are artificial intelligence (AI) programs, and researchers hope that the programs is higher th ...

39 Flow analysis and optimization of LISP-like structures
Neil D. Jones, Steven S. Muchnick
January 1979 Proceedings of the 6th ACM SIGACT-SIGPLAN symposium on Principl
Full text available: pdf(964.87 KB) Additional Information: full citation, abstract, refe

In [12] the authors introduced the concept of binding time optimization and pre: methods for determining some of the binding time characteristics of programs.] providing methods for determining the class of shapes which an unbounded dat: a LISP-like program, and describe a number of uses to which that information n compilers and interpreters for ...

40 Mathematical programming in a hybrid genetic algorithm for Steiner point p
David J. Thuente, Pulin Sampat
February 1995 Proceedings of the 1995 ACM symposium on Applied computir
Full text available: pdf(763.80 KB) Additional Information: full citation, references,

Keywords: Quasi-Newton method, Steiner points, genetic algorithm, heuristic o|

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41 A hybrid genetic algorithm for the point to multipoint routing problem with si

Pablo Galiasso, Roger L. Wainwright

March 2001 Proceedings of the 2001 ACM symposium on Applied computing

Full text available: pdf(84.61 KB) Additional Information: full citation, references, index term

Keywords: Steiner trees, genetic algorithm, point to multipoing routing, telecom

42 Design of a LISP-based microprocessor

Guy Lewis Steele, Gerald Jay Sussman

November 1980 Communications of the ACM, Volume 23 Issue 11

Full text available: pdf(1.89 MB) Additional Information: full citation, abstract, referer

We present a design for a class of computers whose &ldquo;instruction sets&rdc traditional stored-program machine languages and unlike most high-level langu data in the same way and explicitly allows programs to be manipulated as data, stored-program computer architecture. LISP differs from traditional machine lan is conceptually an unordered set of ...

Keywords: LISP, SCHEME, VLSI, direct execution, garbage collection, high-level circuits, interpreters, large-scale integration, linked lists, list structure, micropro recursion

43 A simple interprocedural register allocation algorithm and its effectiveness
Peter A. Steenkiste, John L. Hennessy
January 1989 ACM Transactions on Programming Languages and Systems (TOPLA
Full text available: pdf(2.56 MB) Additional Information: full citation, abstract, references, citing

Register allocation is an important optimization in many compilers, but with per
not possible to make good use of a large register set. Procedure calls limit the ir
allocation, since they force variables allocated to registers to be saved and restc
LISP programs due to the higher frequency of procedure calls. An interprocedur
developed by simp ...

44 A comparison of list-processing computer languages: including a detailed c
1.5, and SLIP
Daniel G. Bobrow, Bertram Raphael
April 1964 Communications of the ACM, Volume 7 Issue 4
Full text available: pdf(1.01 MB) Additional Information: full citation, references, citings,

45 N-group classification using genetic algorithms
Aaron H. Konstam
April 1994 Proceedings of the 1994 ACM symposium on Applied computing
Full text available: pdf(584.82 KB) Additional Information: full citation, references, citings, index terms

Keywords: classification, genetic algorithms, linear discriminant functions

46 Using genetic algorithms to generate Steiner triple systems
Stephen J. Hartley, Aaron H. Konstam
March 1993 Proceedings of the 1993 ACM conference on Computer science
Full text available: pdf(748.43 KB) Additional Information: full citation, abstract, references,

Steiner systems, particularly triple systems, are usually generated by mathemat
groups and quasi-groups. When pencil-and-paper enumeration becomes infeasit
to carry out exhaustive searches. This paper presents some results of using gen
exhaustive search, to generate Steiner systems. A specialized mutation operato
systems. Future researc ...

47 An interpreter generator using tree pattern matching
Christoph M. Hoffmann, Michael J. O'Donnell
January 1979 Proceedings of the 6th ACM SIGACT-SIGPLAN symposium on Principl
Full text available: pdf(852.20 KB) Additional Information: full citation, abstract, refe

Equations provide a rich, intuitively understandable notation for describing nonp LISP and Lucid. In this paper, we present techniques for automatically generatir to well-known techniques for generating parsers from context-free grammars. T faithful to the simple traditional mathematical meaning of the equations-no latti to explain the corr ...

48 Design of an optimizing, dynamically retargetable compiler for common Lis
Rodney A. Brooks, David B. Posner, James L. McDonald, Jon L. White, Eric Benson
August 1986 Proceedings of the 1986 ACM conference on LISP and functional prog
Full text available: pdf(1.13 MB) Additional Information: full citation, references, citings

49 Speeding up Lisp-based symbolic mathematics
Richard J. Fateman, Mark Hayden
March 1996 ACM SIGSAM Bulletin, Volume 30 Issue 1
Full text available: pdf(1.15 MB) Additional Information: full citation, abstract, in

Two techniques for speeding up a traditional Lisp-based symbolic manipulation s previous paper [2]. These were: using unique representations for equivalent "ke basically anything but a sum), and using hash tables for an unordered represent a complete version of Macsyma suggest that a speedup of --- in some cases --- some cases this appears t ...

50 Experiments with the M & N tree-searching program
James R. Slagle, John K. Dixon
March 1970 Communications of the ACM, Volume 13 Issue 3
Full text available: pdf(896.52 KB) Additional Information: full citation, abstract, refere

The M & N procedure is an improvement to the mini-max backing-up procedure game-playing and other purposes. It is based on the principle that it is desirable decisions in the face of uncertainty. The mini-max procedure assigns to a MAX ((lowest) valued successor to that node. The M & N procedure assigns to a MAX (highest (lowest) valued succes ...

Keywords: LISP, artificial intelligence, backing-up procedures, decision theory, g min-max backing-up procedure, tree searching

51 Programming in an Interactive Environment: the ``Lisp" Experience
Erik Sandewall
January 1978 ACM Computing Surveys (CSUR), Volume 10 Issue 1
Full text available: pdf(3.25 MB) Additional Information: full citation, references, citings, index terms

52 Canonical representations in Lisp and applications to computer algebra sys
Richard J. Fateman
June 1991 Proceedings of the 1991 international symposium on Symbolic and algeb
Full text available: pdf(1.11 MB) Additional Information: full citation, references, index terms

53 Subtree replacement systems: A unifying theory for recursive equations, LI
Mike O'Donnell
May 1977 Proceedings of the ninth annual ACM symposium on Theory of compu
Full text available: pdf(782.24 KB) Additional Information: full citation, abstract, referenc

Recent work on computation of functions defined by sets of recursive equations
Downey and Sethi [DS76] depends on semantic interpretations of such equatior
approach yields similar results for a much wider class of sets of equations, inclu
Lucid and the combinator calculus. The application to LISP proves several conje

54 A transputer-based parallel Lisp implementation
M. D. Feng, C. K. Yuen
April 1992 Proceedings of the 1992 ACM annual conference on Communications
Full text available: pdf(816.59 KB) Additional Information: full citation, references, index terms

Keywords: parallel Lisp, speculative processing, transputer, tuple space

55 Prolog - the language and its implementation compared with Lisp
David H D Warren, Luis M. Pereira, Fernando Pereira
August 1977 Proceedings of the 1977 symposium on Artificial intelligence and progra
64
Full text available: pdf(670.37 KB) Additional Information: full citation, abstract, references,

Prolog is a simple but powerful programming language founded on symbolic logi
a pattern matching process (&ldquo;unification&rdquo;) operating on general re
logic). We briefly review the language and compare it especially with pure Lisp.
techniques for implementing Prolog efficiently; in particular we describe how to
matching process. These ...

56 P-tree classification of yeast gene deletion data
Amal Perera, Anne Denton, Pratap Kotala, William Jockheck, Willy Valdivia Granda,
December 2002 ACM SIGKDD Explorations Newsletter, Volume 4 Issue 2
Full text available: pdf(37.80 KB) Additional Information: full citation, abstract, r

Genomics data has many properties that make it different from "typical" relatior attributes as well as the large number of null values led us to a P-tree-based bit 1-values were counted to evaluate similarity between genes. Quantitative inforn was also included in the classifier. Interaction information allowed us to extend t information on i ...

Keywords: P-tree, bioinformatics, data mining, genetic algorithm, genomics

57 Evolutionary computing and optimization: Initialization is robust in evolution trees as sets of edges
Bryant A. Julstrom, Günther R. Raidl
March 2002 Proceedings of the 2002 ACM symposium on Applied computing
Full text available: pdf(542.67 KB) Additional Information: full citation, abstract, referen

Evolutionary algorithms (EAs) that search spaces of spanning trees can encode (case, edge-sets for an EA's initial population should represent spanning trees ch graph that underlies the target problem instance. However, the generation of ra might appear. Mechanisms based on Prim's and Kruskal's minimum spanning tre uniform mechanisms are slow, ...

Keywords: initialization, random spanning trees, sets of edges, spanning trees

58 Experiments With Some Programs That Search Game Trees
James R. Slagle, John E. Dixon
April 1969 Journal of the ACM (JACM), Volume 16 Issue 2
Full text available: pdf(1.14 MB) Additional Information: full citation, abstract, references, ci

Many problems in artificial intelligence involve the searching of large trees of alt game-playing and theorem-proving. The problem of efficiently searching large ti &ldquo;dynamic ordering&rdquo; is described, and the older minimax and Alpha comparison purposes. Performance figures are given for six variations of the gai &ldquo;depth ratio&rdquo; is de ...

59 Is it a tree, a DAG, or a cyclic graph? A shape analysis for heap-directed pc
Rakesh Ghiya, Laurie J. Hendren
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